



FISHERMAN KING

Human • Male • Symbiote

MOV COM RAN ARC MYT WND SAN

4/7 6/6 8/8 4/7 2 18 8

TENTACLE BLADE

COM • Base • Bleed

HARPOON

RAN • 10" • Haemorrhage

TWIN SOULS

1 MYT

At the start of this model's activation you may pay 1 MYT to flip this card.

PRECISION SHOT

1 MYT

This model gains +1/+0 RAN until the end of its activation.

WHALER

If he did not flip this turn, this model may re-roll the dice for the first RAN attack he makes.

SUREFOOTED

Ignores difficult terrain when moving.



30MM BASE